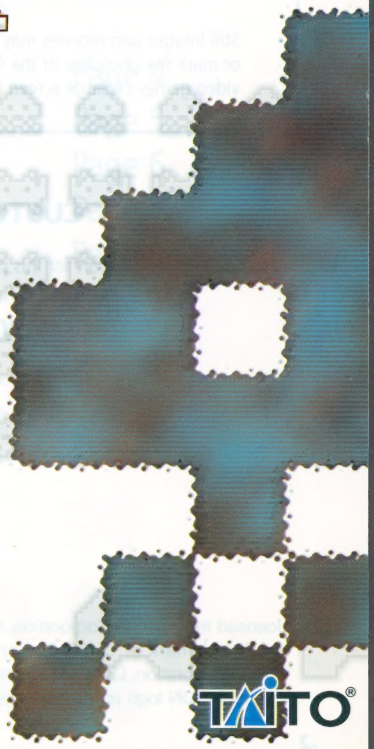
NUON

DVD Interactive

SPACE INVADERS® XL

SPECIAL EDITION



EVERYONE

E

CONTENT RATED BY ESRB

DVD

TAITO®

WARNING

HEALTH WARNING:

A small number of people may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to television images or video games may provoke a seizure even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using your NUON-enhanced DVD player.

PROJECTION TELEVISION WARNING:

Still images and pictures may possibly cause permanent picture tube damage or mark the phosphor of the CRT. Please avoid extended and repeated use of video games on large screen projection televisions if there are any concerns.

CUSTOMER SUPPORT:

Support for this product is provided by VM Labs, Inc.
P.O. Box 4127, Mountain View, CA 94040-4127

www.nuon.tv

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STARTING THE GAME

Starting the game:

1. Press the power button on your NUON-enabled DVD player.
2. Open the DVD drawer and place the Space Invaders 2001 DVD into the player. Now close the drawer and the game will load automatically.

Navigating through the menus:

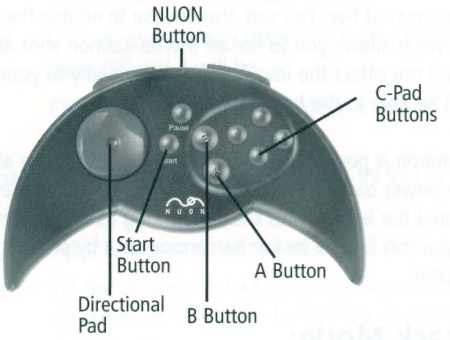
D-Pad/Joystick: Moves highlight up/down

A Button: Executes highlighted option

B Button: Return to previous menu

Playing the game:

D-Pad/Joystick:	Move ship
A Button:	Fire laser blaster
B Button:	Used in Battle Mode only when the combat option is enabled
Start Button:	Pause and un-pause the game
NUON Button:	Pause and un-pause the game
C Up:	Add one credit – up to 99 (Original modes only)
C Left:	Start a one-player game (Original modes only)
C Right:	Start a two-player game (Original modes only)



NOTE: Please do not remove or insert a controller into the game ports on your NUON enhanced DVD player while the unit power is ON. If you must change a controller connection during a game, please turn the power OFF before doing so.

GAME MODES

Title Screen:

From the title screen, you may start a classic game of Original Space Invaders, a Battle Mode game, a Time Attack game or enter the Options menu. To do this, simply highlight a choice and press the "A" button.

Original Space Invaders:

In this mode, you have the choice of selecting one of four different screen types (black and white, color overlay, reflector and color). Each of these screen types accurately reproduces an actual arcade machine type. You can choose to play a one or two player standard game, or a unique cooperative* or competitive* two player game (*See section on Options menu)

Battle Mode:

In battle mode, you can go head to head with another player, or battle a computer opponent on one of three difficulty levels. Choose to play one game, best of three or best of five. You can also choose to enable the Combat option in Battle Mode, which allows you to fire an Inertia-cannon shot at your opponent. This cannon will not affect the invaders, but it is deadly to your opponent. Of course, he will be able to fire back at you.

Your Inertia-cannon is powered up by successfully destroying aliens, which is indicated by a power bar at the bottom of the screen. Each player has his own color-coordinated bar beneath his blaster. As long as this power bar is at least partially full, you can fire off an Inertia-cannon shot by pressing the "B" button on your controller.

Time Attack Mode:

This is a special mode that features an updated Space Invaders look and feel. It is still basically Space Invaders, but you have unlimited lives and you are playing to get the best time you can. This means you must make every shot count to save time and to get the best-shot percentage.

Options:

The Options menu allows you to customize your game by changing settings such as music and sound effects volume, starting lives, etc.

Game Mode	Here you can choose what type of game you would like to play; classic, two player cooperative (two players share a pool of lives and work towards a common goal) or two player competitive (two players compete for points in the same game).
Starting Lives	Choose the amount of lives you start a game with.
Bunkers	Choose normal or moving bunkers.
Laser Bombs	Choose normal or zigzagging laser bombs.
Bomb Speed	Choose normal or fast speed.
Invaders	Choose normal or invisible invaders.
Starting Stage	Choose your starting stage. The higher the stage, the more difficult it will be.
Extra Life	Choose to receive an extra life at every 1000 or 1500 points.
Maximum Score	Set the maximum score at 9,999, 99,999 or 999,999 points.
SFX Volume	Set the volume of the sound effects in the game.
Music Volume	Set the volume of the background music in the game. (Background music is only available in Battle Mode and Time Attack.)
Credits	See who worked on this game.

Credits:

Taito

Producer: Yuji Koga

Programmer: Masakazu Takeda

Graphics: Yasunobu Kousokabe, Kenichi Morita, Takeda Dokushin (22)

Sound: Sawammy (Zuntata)

NUON Version: Masaaki Ohzuno, Grant Freerks

Packaging: Naoto Hashizume

Special Thanks: Yoko Inou, S. Ono, Hisaya Kannaka, D. Jinno, Katsuuiki Fujita, Takafumi Fujimoto

Matahari Studios

Lead Programmer: Frank Albert Pangajow

Programmer: Indrajaya Lie

Art Director: Bambang Gunawan

Project Manager: B.D. Santoso

General Manager: Glyn Anderson

VM Labs

Executive Producer: Bill Rehbock

Senior Producer: Joe Sousa

Senior Support Engineer: Mike Fulton

Director, Software Licensing: Scott Hunter

Senior International Account Executive: Keita Iida

Creative Services: Greg LaBrec, Loretta McCarty

DISCLAIMERS

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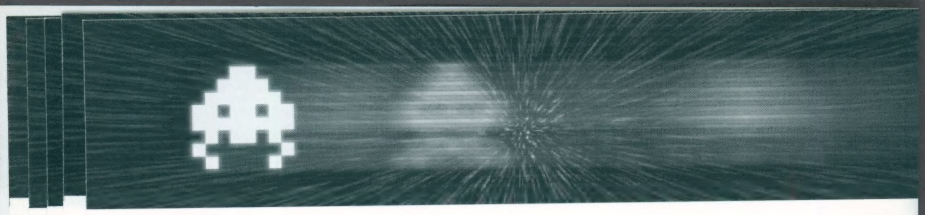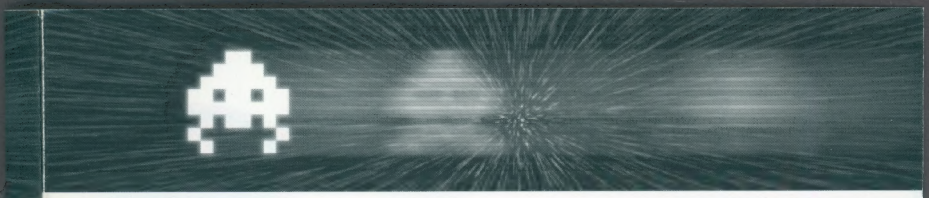
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